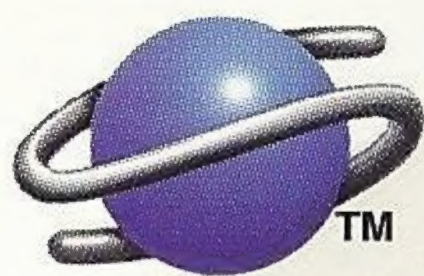


SEGA™

EIDOS
INTERACTIVE



MACHINE HEAD™

TM
SEGA SATURN



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS



T-7914H

WARNING: READ BEFORE USING YOUR SEGA SATURN

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ SATURN™ System.

MACHINE HEAD

CONTENTS

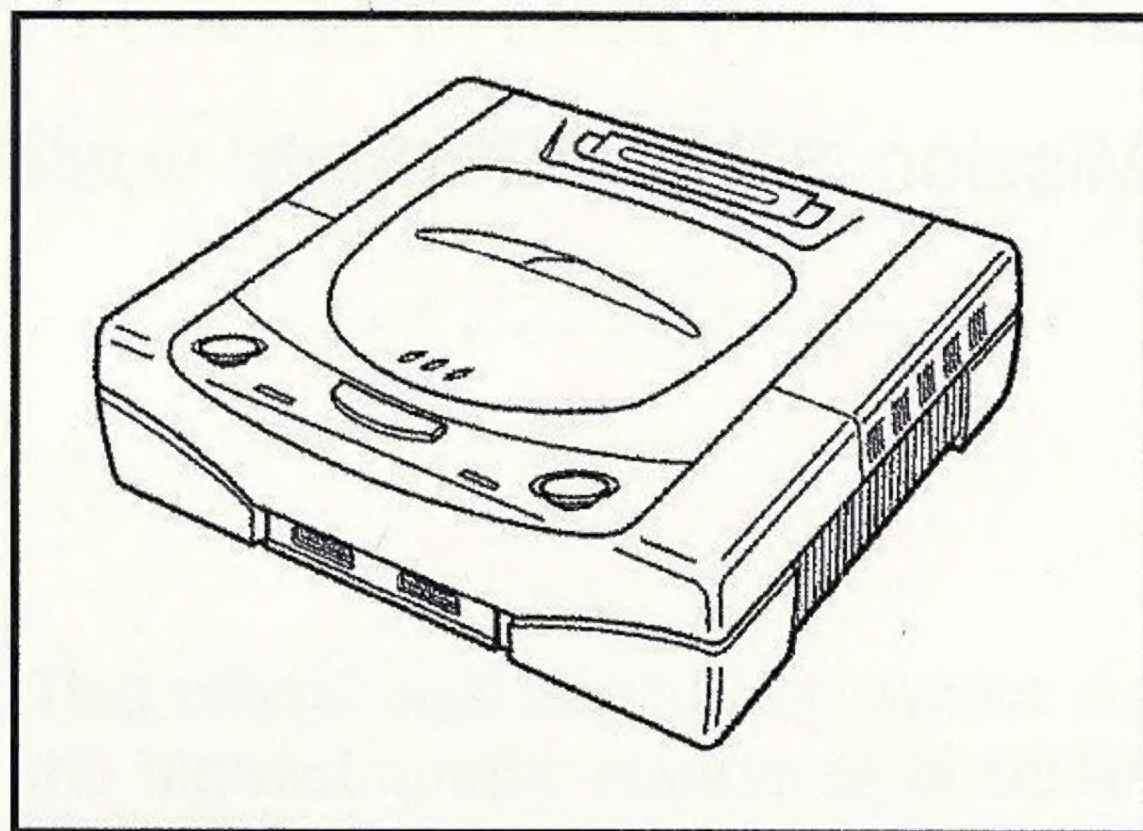
Setting Up	2
Controls	3
Introduction	4
Menu Controls	6
Main Menu	6
Start Game	6
Options Menu	7
Control Configuration Menu	7
In Game Display	8
Unreality Keys	10
Pause Menu / Full Screen Map	10
Weapon Charges / Keys	10
Mission Structure	12
Machinehead Mission 1 Walk-Through	14
Credits	16

STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the Machinehead disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

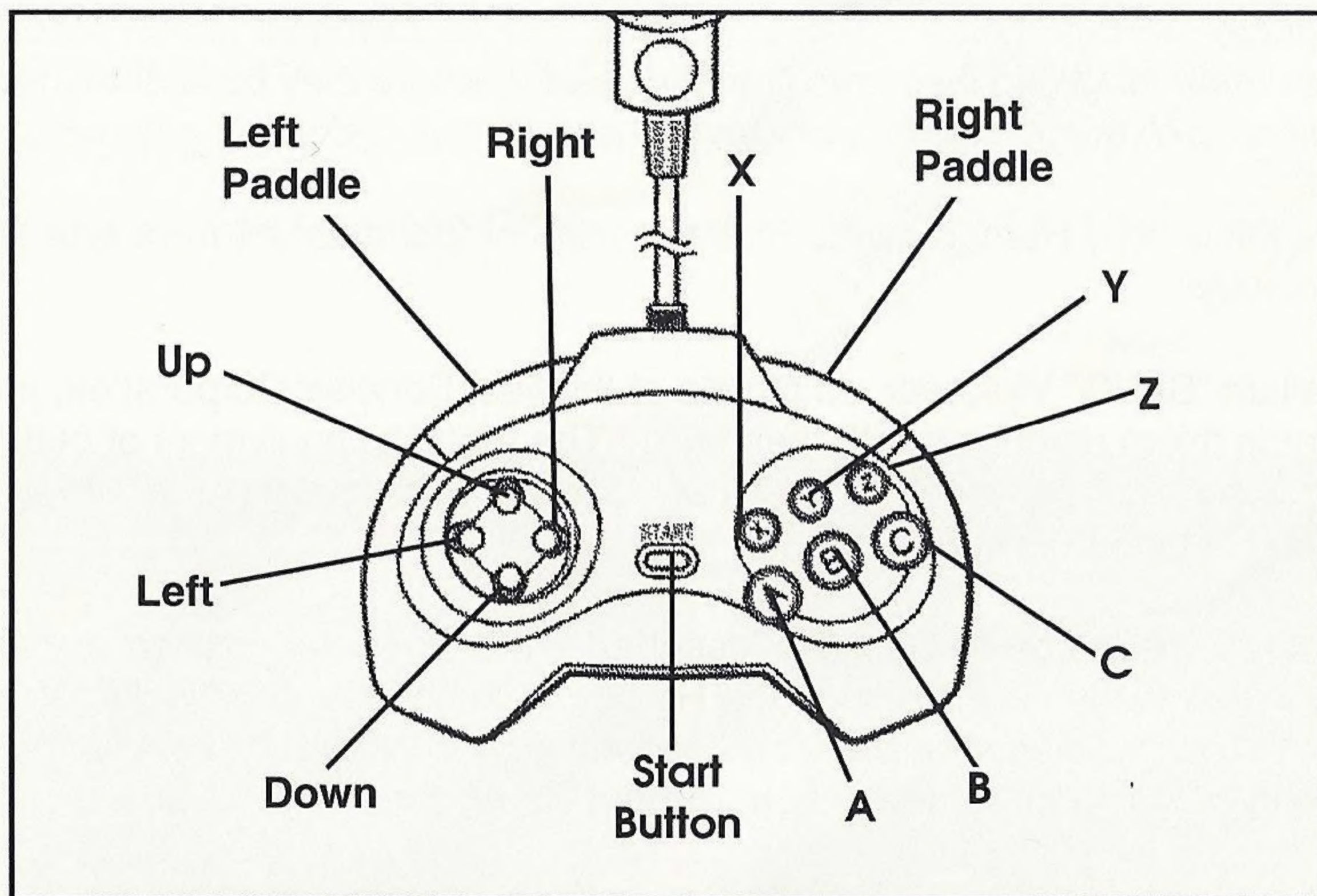


Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



CONTROLS

(Defaults)



Up	Look Down
Down	Look Up
Right	Turn Right
Left	Turn Left
Left Paddle	Fire Chain-gun (unlimited ammo)
Right Paddle	Fire Special Weapon
A	Reverse
B	Slide Left
C	Slide Right
X	Accelerate
Y	Toggles between Full Cockpit and Full Map modes
Z	Toggles through available weapons
START	Pauses the game and brings up the Pause Menu



INTRODUCTION

By the year 2020 Nano-Technology has outmoded all other forms of manufacture on the planet. Humans program miniature machines on production lines, releasing them into floatation tanks, where they build onto themselves, eventually creating whatever the particular company requires.

Anything from Human tissue to electronic components, all from one tiny molecule.

Callam "SLUG" Violdreer, employee of the vast Senclair Corporation, programs micro machines with their tasks. The futuristic equivalent of putting caps on tooth paste tubes. Not that Callam would recognize the irony in that. He never cleaned his teeth.

Unfortunately, due to Callam's less than enviable social position (he has less friends than a moldy potato). He began to hatch a dribblingly pathetic plan, rather disappointingly and depressingly accidentally, concluding in the termination of the majority of Human life on the planet.

Abusing his position in the most spectacular fashion, Callam began to inject himself with DIY Micro Machines in an attempt to reform his unthinkable physique.

Callam hardly noticed as the machines fingerprinted his DNA and began to evacuate in an airborne fashion from every available orifice. Callam was used to releasing bad smells. But not geometrically expanding smells that destroyed everything on the planet within 48 hours that did not match his DNA code.

After much consideration and stealing of food, Callam realized he had accidentally become a God. With a chin full of cake instead of the time-honored white beard.

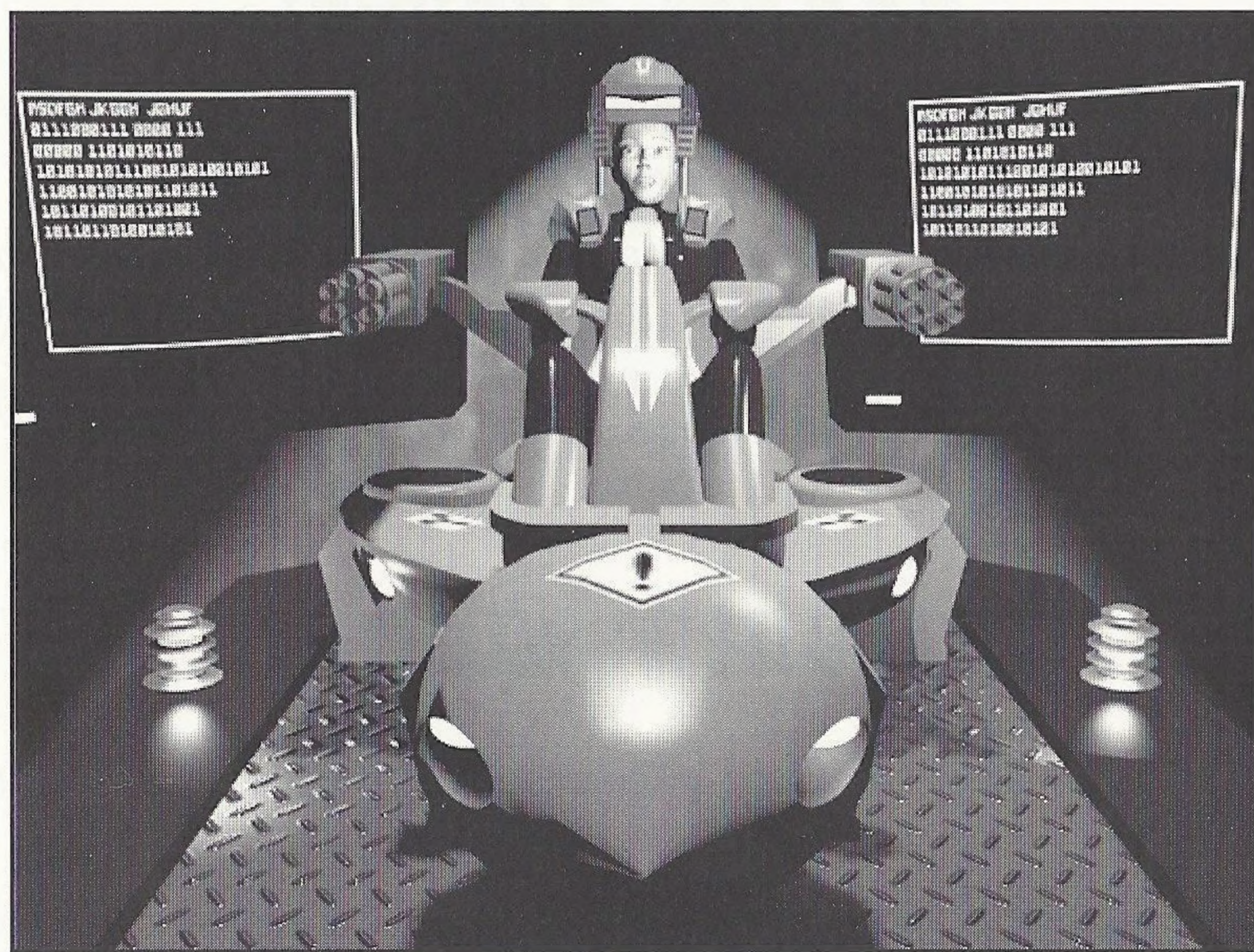
Ten years on and Callam had evolved into something larger and stupendously more dangerous than "SLUG" Violdreer. He was the Machinehead Core. The Nano-virus had built onto him. And into him. He animated whatever popped into his engorged head, creating abortions that were never meant to be, galloping and rolling across the plains.

But the scientists lay in wait underground, developing an anti-virus. One such scientist, Kimberley Stride and her perverted assistant, Orville McArdle, had virtually completed their self-guiding missile system.

Callam knew they were there. He knew what they were doing. But he did not care. Even though he was the Machinehead, God of his New World, his memory banks would always return to chips, or fondant fancies.

He could not think like that.

He was the Machinehead Core.





MENU CONTROLS

Use Up and Down on the D-Pad and Button C to select throughout all menus. The Start Button also quits FMV and Mission briefings.

Use Right and Left on the D-Pad to toggle through individual category options.

Use Button B within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen, or select Exit on the relevant screens.

MAIN MENU

Start Game

Starts a new game.

Restore Game

Options to load in previously saved game using a Password system, please follow on-screen prompts.

Options

Select Options to take you to the Options Menu.

START GAME

Upon starting a new game, you will be presented with your first MISSION BRIEFING.

After the required number of missions, you will be beamed through into a new domain. The story will unfold through FMV sequences and you will be presented with the MISSION BRIEFING pertaining to that domain.

Note: *The closest Orville has ever been to normal social interaction is being helped out of a swimming pool whilst drowning. But listen carefully to his inane banter, for tips and strategies emerge as jewels from a dung heap.*

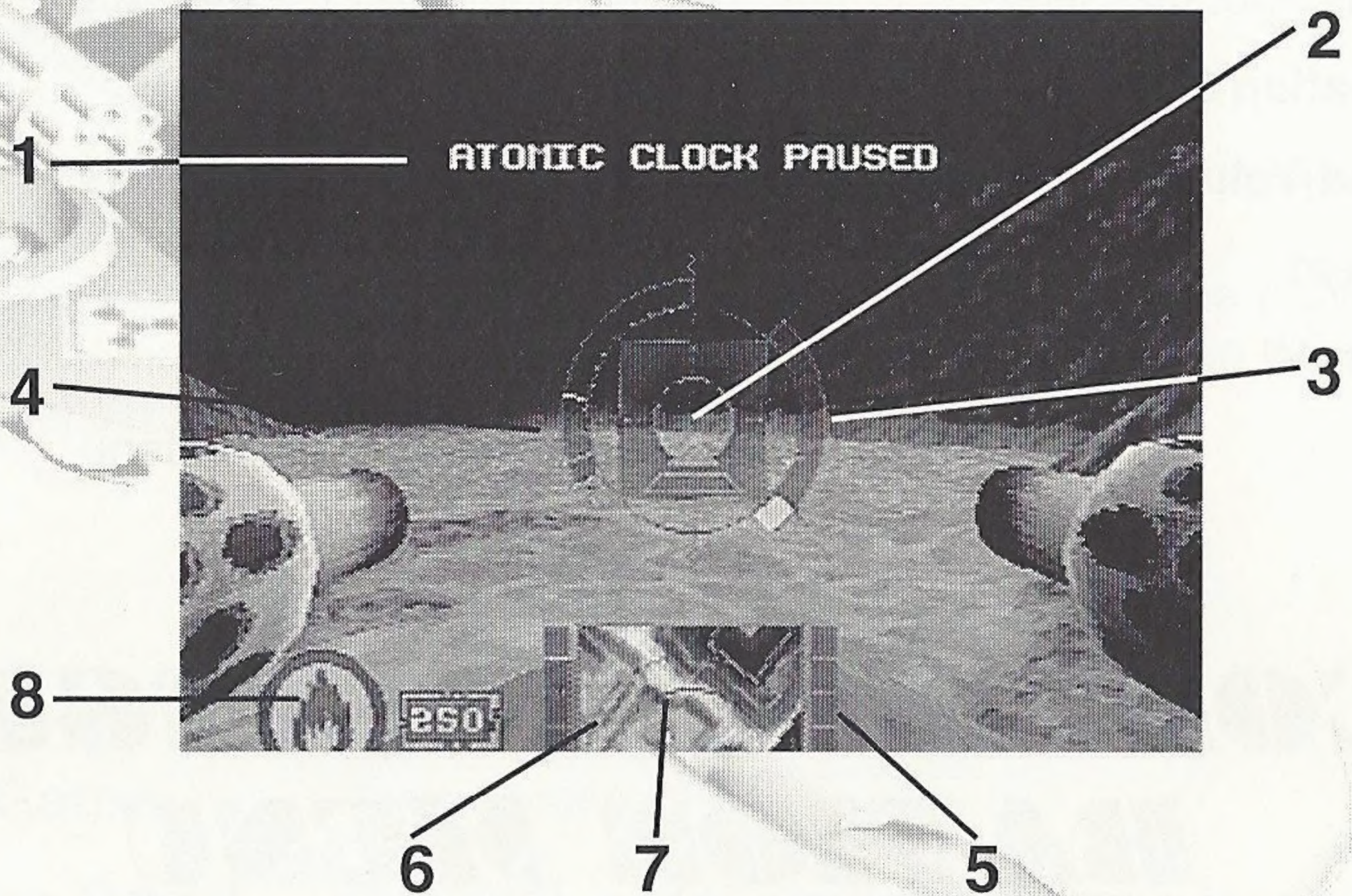
OPTIONS MENU

Level	Toggle through the difficulty level
Animation Sequences	Turn on / off in-game FMV
Sound Volume / CD Volume	Alter in-game sound levels
CD Test	Select audio track to test
Controls	See below
Exit	To return to the Main Menu

CONTROL CONFIGURATION MENU

Choose your desired control set-up from Five predefined choices. Using Left and Right on the D-Pad will scroll through the options

IN GAME DISPLAY



1 **Computer Display**

Displays weapons and Ammo as they are collected. Also displays information pertaining to level.

2 **Tractable Sensor**

All weapons will fire to the center of the circle. Homing weapons will lock on to any target entering the full circle, "locked" enemies will display a highlighted triangle, in much the same fashion as a "kick me" sticker stuck on their foreheads.

3 **Energy Readout**

You are strapped unceremoniously to a cruise missile. Cruise missiles are developed to detonate upon impact, rendering large habitable areas uninhabitable, with a sideline in glow in the dark corpses.

Obviously, diligence should be of the utmost to avoid unwanted thermonuclear antics.

Avoid enemy projectiles, avoid large drops, if your energy drops below 20% you will activate the...

4 Bomb Timer

Upon the Bomb Timer activating, the only way to prevent being vaporized before countdown reaches zero is to supplement your Power Bar.

Enemies contain energy, as do specific map areas. The clock will stop upon energy restoration, and will slowly increase to full time.

5 Unreality Keys Collected

Reads from 1 <top> to 5 <bottom>.

Concealed on landscape.

6 Real World Keys Collected

Reads as above.

Concealed on landscape.

7 Overhead Map

Gives a plan view of the surrounding area. Tractable objects are depicted by white dots, enemy projectiles in red/yellow.

- Unreality keys depicted in green.
- Reality keys depicted in red.
- Objectives flash white concentric circles.
- Unreality Terminals are depicted in Blue.

8 Weapon/Ammo Display

Shows currently selected secondary weapon with its ammunition. Only loaded weapons can be toggled. Specific ammunition becomes apparent through later levels.



UNREALITY KEYS

In an attempt to hinder your progress through the infested areas the Machinehead has trapped important segments of the landscape in an "Unreality zone". To access and repair these features Unreality Keys can be used at corresponding numbered terminals (left) to pull these trapped landscape segments back through into their rightful place in reality (for example if a broken bridge blocks your progress through the latter stages of a level the correct Unreality Key may pull the missing segment back from unreality into reality, hence repairing the bridge and allowing you access to the new area. Depending on your position , landscape changes may be visible as you access the terminals.

PAUSE MENU/FULL SCREEN MAP

Pressing START in game will freeze the action and present you with the opportunity to Continue or Quit. Selecting Quit will return you to the title screen, Continue will return you to the game.

Pressing Button Y in game will toggle between Full Cockpit and Full Map view modes.

WEAPON CHARGES/KEYS

Chain Gun

The Chain Gun is your primary weapon.

Unlimited ammunition. Low hit ratio.

All secondary weapons available from landscape, enemies.

Flame Thrower

Watch enemy obscenities hop around like hot tarts in a toaster.

Missile

Creative use of this non-homing weapon can result in mass hospitalization.

Homing

Like a sociopath muscle builder in a pub, swaggers drunkenly out of his chute, selects its target complacently and hammers it relentlessly.

Photon

Discharges rapid pulses into enemies.

Grenade

Limited area photon explosive device, which can obliterate large areas if pointed in the right direction.

Disruptor

High level photon explosion.

IO-Storm

The enemy after life will be a ticket only gig after this little baby blows its lid.

Energy Cell

Recharges 50% power. Handy in crucial moments.

Available from landscape, enemies and other good outlets.

A smaller (12.5%) version of the above is also available.

Unreality Keys (1-5)

Allows you to “rescue” a segment of the real world captured in un-reality.

Real Key (1-5)

Corresponds to doors/man-made landscape features.





MISSION STRUCTURE

AREA ONE

Mission One

Destroy spider cocoons, blocking electricity pylons to re-activate train hanger doors and release fuel carriage.

Mission Two

Escort train across level, re-routing to avoid Machinehead train mutants.

Mission Three

Escort the train across the Ruined City to the bunker, repairing tracks through Unreality keys.

Mission Four

Find the Teleport Chamber and defeat the expansively pain inducing Arachna-King.

AREA TWO

Mission One

Locate the entrance to the first termite hill.

Mission Two

Find the Real and Unreality Keys to raise the exit teleporter.

Mission Three

Attempt to put the willies up the termites in their own home. Locate the cyber key to cross the breeding ground.

Mission Four

Wade through hordes of undesirables in the second mound to enter the...

Sub-Chamber

Inept and probably incontinent Agent lurks within. Find him, find his Teleporter. Be wary of over zealous guards.

AREA THREE

Mission One

Locate and reactivate the scientist satellite, whereupon the spy satellite will beam you out of the area.

NB: *All that goes up, does not come down, unless you fire a warhead into it.*

Mission Two

Stick a red hot poker right into the Machinehead by impeding the perpetually cycling supply lines.

Mission Three

The satellite beams you out onto the seismic canyons, navigating your way to the satellite beam-up area.

NB: What goes down, goes down and down.

Satellite

An unwelcome surprise for the down-trodden scientists. Scientist parties will be abandoned in the wake of a mass scientist slaughter.

AREA FOUR

The calm before the storm.

Not dissimilar to being shown your favorite present ever and then being punched in the face before you can get to it. Repeatedly.

Little or no information available.



MACHINEHEAD MISSION I WALK-THROUGH

You have a number of tasks to perform in order to complete the mission successfully. The first thing you need to do is pick up unreality key #1. It's a big, flashing green #1 symbol in front of you...you can't miss it! After picking up the 1st unreality key maneuver straight into unreality terminal #1 (which will be activated when you approach it) to alter the landscape around you.

The 'trick' to progressing through MACHINEHEAD is collecting reality keys (usually to open doors) and unreality keys (to alter landscapes when used with the corresponding unreality terminal).

Consult your overhead map and look for your objectives (in this case cocoons). The mission objectives are represented on the map as blinking as blinking white circles. Destroy the cocoons as you maneuver towards the next unreality key (depicted as a flashing green dot on your overhead map). On the way to the 2nd unreality key, you'll run into a locked gate (with a big #1 on the gate). You'll need reality key #1 to enter this area....luckily reality key #1 is right in the vicinity (a big, flashing red #1 symbol). Pick up reality key #1, go through the gate, and obtain unreality key #2. Look on your overhead map and find the unreality terminal that corresponds to this key (it's depicted as a flashing blue dot). Go to the terminal and alter the landscape. This will allow you to obtain unreality key #3.

You get the idea!

When you've collected all of the unreality keys (and used them with the corresponding unreality terminals!) and destroyed all of the cocoons, power will be restored. Go activate the generator (by bumping into it) and release the train. The train will then drive into the next mission area.

Tips:

- Consult your overhead map often. It shows you where the unreality keys are (and their corresponding terminals) in addition to the locations of the reality keys & mission objectives.
- Pay attention to your computer display. Useful information pertaining to the level is displayed here.



CREDITS

For Core Design, Ltd.

LEAD PROGRAMMER

Dan Scott

PROGRAMMING SUPPORT

Martin Gibbins, Andrew Howe, Derek Leigh-Gilchrist

ARTWORK

Andy Sandham, Stuart Atkinson
David Pate, Peter Barnard

MUSIC AND SOUND EFFECTS

Nathan McCree

ORIGINAL CONCEPT

Andy Sandham

GAME DESIGN

Richard Morton, Andrew Sandham
Stuart Atkinson, Dan Scott
Martin Gibbins

EXECUTIVE PRODUCER

Jeremy Smith

For Eidos Interactive

QUALITY ASSURANCE

Mike Schmitt, Tom Marx, Frank Hom
Brian Schorr, Matt Miller, Phil Gelber
Phil Baker, James Poole, Mike Kelly
Precioso Gabrillo

MARKETING SUPPORT

Gary Keith, Paul Baldwin, Sutton Trout
Lee Wilkinson, Kelly Zavislak

Eidos Interactive, LIMITED WARRANTY

Eidos Interactive warrants to the original purchaser that this Eidos Interactive disk is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Eidos Interactive disk is sold "as is" without expressed or implied warranty of any kind, and Eidos Interactive is not liable for any losses or damages of any kind resulting from use of this program. Eidos Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Eidos Interactive disk, postage paid, with proof of date of purchase, at its Factory Service Center.

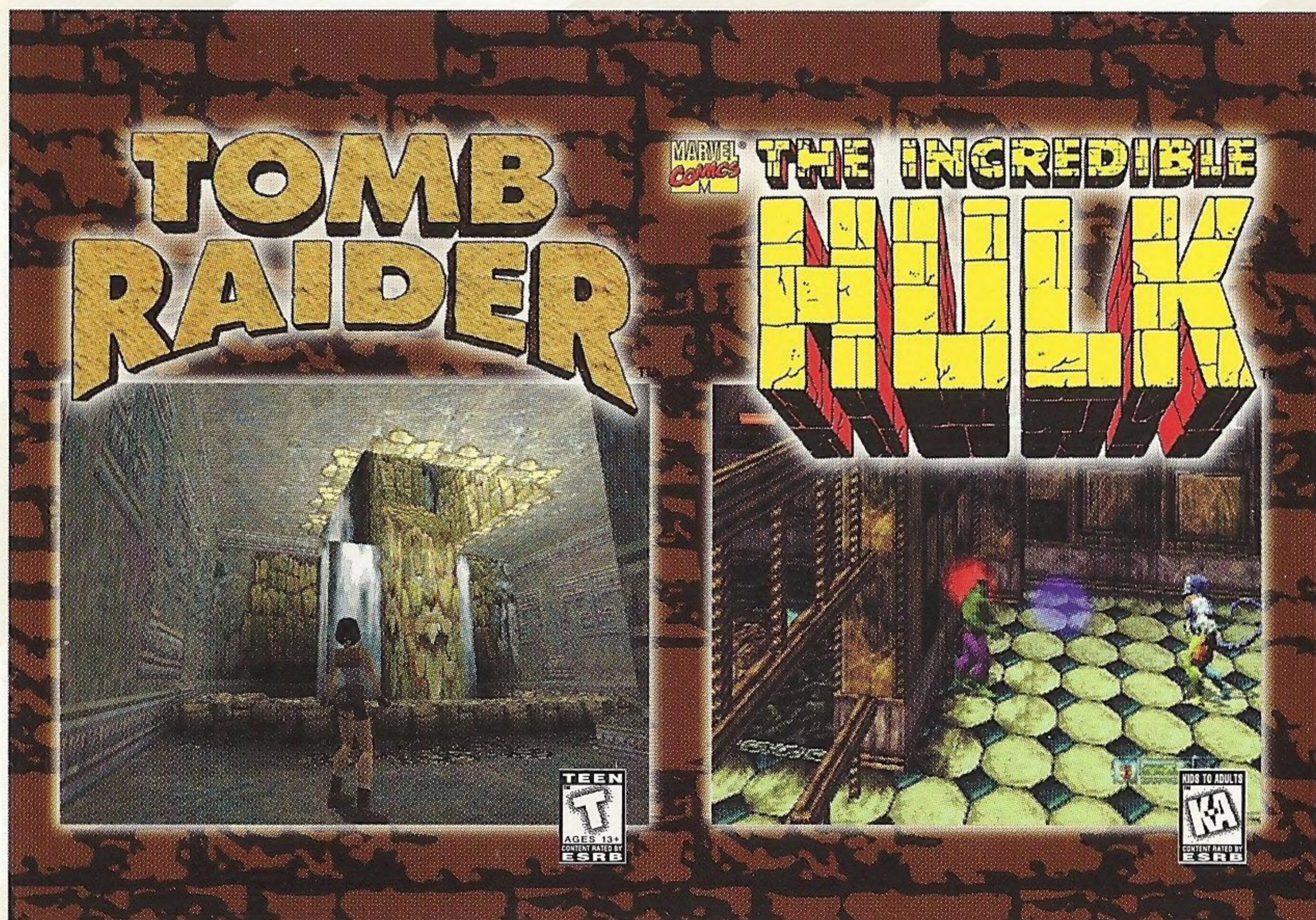
This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the Eidos Interactive disk has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Eidos Interactive. Any implied warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Eidos Interactive be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this disk.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Our **HELP** Line number is (415) 217-4111. Customer service is available Monday through Friday 9:00 am to 5:00 pm Pacific Time.

Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076;
Europe No. 80244; Canada Nos. 1,183,276;
Hong Kong No. 88-4302;
Singapore No. 88-155; U.K. No. 1,535,999;

LOOK FOR THESE GREAT PRODUCTS FROM EIDOS INTERACTIVE



EIDOS
I N T E R A C T I V E

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.

EIDOS Interactive 303 Sacramento St., San Francisco, CA 94111
www.eidosinteractive.com

MACHINEHEAD, CORE, TOMB RAIDER and Lara Croft and her likeness and EIDOS Interactive are trademarks of EIDOS, PLC. © 1996 EIDOS. Marvel Comics, The Incredible Hulk and the distinctive likeness(es) thereof are trademarks of Marvel Comics, Inc. and are used with permission. © 1997 Marvel Characters, Inc. This game is licensed for use with the Sega Saturn system only. Security Program © SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved.